R7-112 The Location parameter shall be encoded as follows:

```
Location ::= IA5String (SIZE(50))
```

7.3.20 NumRedirections

The NumRedirections parameter indicates the number of sequential redirections that have occurred prior to a call attempt to a subject.

R7-113 The NumRedirections parameter shall be encoded as follows:

```
NumRedirections ::= INTEGER (1..100)
```

7.3.21 Packet

The Packet parameter contains a unit of user-oriented information to be conveyed as part of a Packet Envelope Message.

R7-114 The Packet parameter shall be encoded as follows:

```
Packet ::= CHOICE {
    [0] UserToUserIsdnPacket,
    [1] SmsGsmPacket,
    [2] SmsIs41Packet
}

UserToUserIsdnPacket ::= SEQUENCE {
    length                  [0] INTEGER (0..255),
    protocolDiscriminator   [1] INTEGER,
    userInformation         [2] OCTET STRING (SIZE(1..256)) OPTIONAL
}

SmsGsmPacket ::= SEQUENCE {
    smsGsmMessageType       [0] SmsGsmMessageType,
    smsGsmMessageReference  [1] INTEGER (0..255),
    smsGsmInformation       [2] SmsGsmInformation OPTIONAL
}

SmsGsmMessageType ::= ENUMERATED {
    rpData    (0),
    rpAck     (1),
    rpError   (2),
```

```
        rpSMMA  (3)
    }

    SmsGsmInformation ::= SEQUENCE {
        userInformationLength    [0] INTEGER (0..238),
        userInformation          [1] OCTET STRING (SIZE(1..238))
                                     OPTIONAL
    }

    SmsIs41Packet ::= SEQUENCE {
        smsIs41MessageType       [0] SmsIs41MessageType,
        smsIs41BearerData        [1] OCTET STRING (SIZE(0..200)),
        smsIs41AdditionalInfo    [2] SmsIs41AdditionalInformation
    }

    SmsIs41MessageType ::= ENUMERATED {
        invoke          (0),
        returnResult    (1)
    }

    SmsIs41AdditionalInformation ::= CHOICE {
        smsTeleserviceIdentifier     [0] INTEGER (0..65535),
        causeCode                    [1] INTEGER (0..255)
    }
```

7.3.22 PacketAddressType

The PacketAddressType parameter contains information about the type of packet address contained in the ReceiverAddress and SenderAddress parameters.

R7-115 **The PacketAddressType parameter shall provide information about the type of packet address contained in the ReceiverAddress and SenderAddress parameters.**

R7-116 **The PacketAddressType parameter shall be encoded as follows:**

```
PacketAddressType ::= CHOICE {
    isdnAddressType      [0] IsdnAddressType,
    smsGsmAddressType    [1] NULL,
    smsIs41AddressType   [2] SmsIs41AddressType
}
```

```
IsdnAddressType ::= ENUMERATED {
    basicCallControl  (0),
    basicEkts         (1),
    cachEkts          (2)
}

SmsIs41AddressType ::= SEQUENCE {
    smsIs41NatureOfNumber [0] SmsIs41NatureOfNumber,
    smsIs41NumberingPlan  [1] SmsIs41NumberingPlan,
    smsIs41NumberEncoding [2] SmsIs41NumberEncoding
}

SmsIs41NatureOfNumber ::= ENUMERATED {
    national      (0),
    international (1)
}

SmsIs41NumberingPlan ::= ENUMERATED {
    e164    (0),
    x121    (1),
    private (2),
    ip      (3)
}

SmsIs41NumberEncoding ::= ENUMERATED {
    IA5String     (0),
    ipOctetString (1)
}
```

7.3.23 PacketType

The PacketType parameter identifies the type of data packet service that carried the data packet contained in the PEM. The information in this parameter is needed to interpret the information contained in the Packet, PacketAddressType, ReceiverAddress, and SenderAddress parameters. The PacketType supports ISDN user-to-user signaling, IS-41 packet data service, and SMS.

R7-117 **The PacketType parameter shall identify the type of packet data service associated with the data packet encapsulated in the PEM.**

R7-118 **The PacketType parameter shall be encoded as follows:**

```
PacketType ::= ENUMERATED {
```

```
        userToUserIsdnPacket    (0),
        smsGsmPacket            (1),
        smsIs41Packet           (2)
    }
```

7.3.24 PartyId

The PartyId information element is a component element of many parameters used in SIMPLE messages. The PartyId information element conveys network addressing information about a party (subject or associate) involved in a call or call attempt. Typically, it will convey a directory number (10 or 15 digits) associated with the subject or an associate, although it could convey other types of routing numbers (e.g., N11 calls, private network calls).

R7-119 **The PartyId shall contain a combination of address information that distinctly identifies a particular party.**

R7-120 **The PartyId shall include a routing number whenever it is available. If a routing number is not available, a null routingNum element shall be sent.**

If the subject or associate is an ISDN user, then the PartyId, in addition to conveying a routing number, may also convey ISDN addressing information, such as service profile, call appearance, and subaddressing information. If a call originates to a private network over a private trunk group, then the PartyId may convey the identity of the private trunk group. If an incoming call is attempted to the subject over a public trunk group and calling party number information is not available, the PartyId should identify the public trunk group that delivered the call.

R7-121 **If an incoming call is attempted to the subject from a private trunk group or an origination attempt from the subject is to be routed over a private trunk group, the PartyId shall identify the private trunk group.**

R7-122 **If an incoming call is attempted to the subject over a public trunk group and calling party number information is not available, the PartyId shall identify the public trunk group that delivered the call.**

R7-123 **When the ReceiverAddress and SenderAddress parameters use the PartyId for ISDN addressing, the PartyId shall include the following: the routingNum (an ISDN DN), and the IsdnAddress components: isdnSubaddress, svcProfId (when PacketAddressType has isdnAddressType of basicEkts or cachEkts), and callAppearance (when PacketAddressType has isdnAddressType of cachEkts).**

R7-124 **The routingNum element shall include the number to be outpulsed on a trunk group.**

R7-125 **The IsdnAddress element shall be used to report the service profile identifier for the ISDN terminal for originating calls from or incoming calls to an ISDN subject. Other ISDN addressing information available on the call or call attempt shall also be reported.**

R7-126 **The PartyId information element shall be encoded as follows:**

```
PartyId ::= SEQUENCE {
    subscriberId        [0] SubscriberIdentity,
    servingSystemId     [1] CarrierIdentity     OPTIONAL,
    terminalId          [2] TerminalIdentity    OPTIONAL,
    routingNum          [3] IA5String (SIZE(0..15)),
    isdnParty           [4] IsdnAddress     OPTIONAL,
    trunkGrp            [5] TrunkGrpInfo  OPTIONAL
    }

SubscriberIdentity := CHOICE {
    userDN              [0]  IA5String (SIZE(0..15)),
    min                 [1]  IA5String (SIZE(0..15)),
    imsi                [2]  IA5String (SIZE(0..15)),
    callingCardNum      [3]  IA5String (SIZE(0..20)),
    personalDN          [4]  IA5String (SIZE(0..15))  -- UPT Number
    }

TerminalIdentity := CHOICE {
    esn             [0] INTEGER,
    imei        [1] INTEGER,
    tei         [2] INTEGER
    }

IsdnAddress ::= SEQUENCE {
    svcProfileId            [0] OCTET STRING (SIZE(3..20)) OPTIONAL,
    callAppearance          [1] INTEGER (0..16383)         OPTIONAL,
    isdnSubaddress          [2] IsdnSubaddress             OPTIONAL,
    lowerLayerCompat        [3] LowerLayerCompat           OPTIONAL,
    higherLayerCompat       [4] HigherLayerCompat          OPTIONAL
    }

TrunkGrpInfo ::= CHOICE {
    trunkGrpId              [0] INTEGER (0..9999),
    travelingClassMark      [1] IA5String (SIZE (1..2))  OPTIONAL
    }

IsdnSubaddress ::= SEQUENCE {
```

```
    length              [0] INTEGER (2..20),
    type                [1] OCTET STRING (SIZE(1)),
    subaddressInfo      [2] OCTET STRING (SIZE(2..20))
    }

LowerLayerCompat ::= SEQUENCE {
    length          [0] OCTET STRING (SIZE(1)),
    contents        [1] OCTET STRING (SIZE(2..14))
    }

HigherLayerCompat ::= SEQUENCE {
    length      [0] OCTET STRING (SIZE(1)),
    contents    [1] OCTET STRING (SIZE(2..3))
    }
```

7.3.25 ReceiverAddress

The ReceiverAddress parameter identifies the receiver of the data packet contained in a PEM.

R7-127 **The ReceiverAddress parameter shall identify the receiver of the data packet in the PEM.**

R7-128 **The ReceiverAddress parameter shall be encoded as follows:**

```
ReceiverAddress ::= CHOICE {
    isdnAddress         [0] PartyId,
    smsGsmAddress       [1] IA5String (SIZE(10..15)),
    smsIs41Address      [2] SmsIs41Address
}

SmsIs41Address ::= SEQUENCE {
    smsAddress                      [0] SmsAddress,
    smsOriginalAddress              [1] SmsAddress,
    smsOriginalSubaddress           [2] SmsOriginalSubaddress,
    mobileIdentificationNumber      [3] IA5String (SIZE(10..15))
}

SmsAddress ::= CHOICE {
    smsIPAddress        [0] OCTET STRING (SIZE(4)),
    smsIA5Address       [1] IA5String (SIZE(0..15))
}
```

```
SmsOriginalSubaddress ::= SEQUENCE {
    smsTypeOfSubaddress     [0] SmsTypeOfSubaddress,
    smsSubaddress           [1] OCTET STRING (SIZE(0..20))
}

SmsTypeOfSubaddress ::= ENUMERATED {
    nsap    (0),
    user    (1)
}
```

7.3.26 RedirectedFromPartyId

The RedirectedFromPartyId parameter provides information associated with the last and the first party to redirect a call or call attempt to a subject.

R7-129 **For all incoming call attempts to a subject that were previously redirected, the RedirectedFromPartyId parameter shall identify the original called party and the last redirecting party.**

R7-130 **The CallingPartyId value for the lastRedirectingParty and the CalledPartyId value for the originalCalledParty elements of the RedirectedFromPartyId parameter shall be as previously defined.**

R7-131 **The originalCalledParty element shall be provided if a call attempt has been redirected two or more times prior to attempting the subject and the information is available at the IAP.**

R7-132 **The RedirectedFromPartyId parameter shall be encoded as follows:**

```
RedirectedFromPartyId::= SEQUENCE {
    lastRedirectingParty    [0] CallingPartyId,
    originalCalledParty     [1] CalledPartyId  OPTIONAL
}
```

7.3.27 RedirectedToNetworkId

The RedirectedToNetworkId parameter provides the identity of the network where incoming calls to a wireless subject are redirected due to the subject roaming out of his/her home service area. The RedirectedToNetworkId parameter also identifies the MSC currently serving the subject.

R7-133 **The RedirectedToNetworkId parameter shall indicate the identity of the serving MSC to which the subject's incoming calls are redirected.**

R7-134 **The RedirectedToNetworkId parameter shall be encoded as follows:**

```
RedirectedToNetworkId ::= SEQUENCE {
    servingMSC    [0] IA5String (SIZE(2))
}
```

7.3.28 RedirectedToPartyId

The RedirectedToPartyId parameter provides network addressing information associated with the party to whom a subject redirects a call or call attempt.

R7-135 **When an incoming call attempt to the subject is redirected, the RedirectedToPartyId parameter shall identify the recipient of the redirected call.**

R7-136 **For a call redirected to a roaming wireless subject, the RedirectedToPartyId shall contain the Temporary Local Directory Number (TLDN).**

R7-137 **The RedirectedToPartyId parameter shall be encoded as follows:**

```
RedirectedToPartyId ::= CalledPartyId
```

7.3.29 RedirectReason

The RedirectReason parameter indicates the type of redirection feature.

R7-138 **When an intercepted call is redirected, the RedirectReason parameter shall provide the reason for call redirection.**

R7-139 **The originalRedirectReason element shall be provided if a call attempt to the subject had been previously redirected and the information is available at the IAP.**

R7-140 **The RedirectReason parameter shall be encoded as follows:**

```
RedirectReason ::= SEQUENCE {
    lastRedirectReason        [0] RedirectionReason,
    originalRedirectReason    [1] RedirectionReason  OPTIONAL
}

RedirectionReason ::= ENUMERATED {
    unknownOrNotAvail         (0),
    callForwardBusy           (1),
    callForwardNoAnswer       (2),
    callForwardUnconditional  (3),
    huntGroup                 (4),
```

```
    ainServices              (5),
    wirelessRoaming          (6)
}
```

7.3.30 SenderAddress

The SenderAddress parameter identifies the sender of the data packet contained in the PEM. Its elements have the same format as the elements for the ReceiverAddress parameter.

R7-141 **The SenderAddress parameter identifies the sender of the data packet contained in a PEM.**

R7-142 **The SenderAddress parameter shall be encoded as follows:**

```
SenderAddress ::= CHOICE {
    isdnAddress          [0] PartyId,
    smsGsmAddress        [1] IA5String (SIZE(10..15)),
    smsIs41Address       [2] SmsIs41Address
}
```

7.3.31 Signal

The Signal parameter identifies information being provided by the network on incoming calls to the subject. Examples include Call Waiting tone, power ringing, and delivery of Calling Party Number. The Signal parameter contains the displayText, Alert, or Indicator information elements. The Display information element contains any text to be displayed on the subject's CPE (e.g., calling party's name to a Calling Name Delivery subscriber). The Alert information element identifies other types of alerting provided by the network to a customer. The Indicator element allows the network to activate and deactivate an indicator (e.g., a lamp on a customer's CPE).

R7-143 **The Signal parameter shall be used to report the selected network signals and information messages provided to the subject.**

R7-144 **The displayText element shall be used to report any information, such as calling party number, that is displayed on the subject's terminal.**

R7-145 **The alert element shall be used to report network signals, such as power ringing, call waiting tones, and call progress signals, that are applied to the subject.**

R7-146 **The indicator element shall be used to report network-initiated changes in the state of an indicator, such as a message waiting indicator, on the subject's CPE.**

R7-147 **The Signal parameter shall be encoded as follows:**

```
Signal ::= CHOICE {
```

```
        displayText     [0] IA5String (SIZE(0..100)),
        alert           [1] Alert,
        indicator       [2] Indicator
    }

    Alert ::= ENUMERATED {
        powerRinging    (0),
        pingRing        (1),
        callWaitingTone (2),
        busyTone        (3),
        ringBackTone    (4),
        reorderTone     (5),
        confirmTone     (6),
        audibleMWI      (7),
        distinctiveRing1 (8),
        distinctiveRing2 (9),
        distinctiveRing3 (10),
    }

    Indicator ::= SEQUENCE {
        indicatorNum    [0] INTEGER (1..64),
        indicatorStatus [1] ENUMERATED {
                off     (0),
                on      (1)
        }
    }
```

7.3.32 SubjectId

The SubjectId parameter represents the unique identity of an intercept subject.

R7-148 **The SubjectId parameter shall uniquely identify the subject undergoing electronic surveillance by an LEA.**

R7-149 **The SubjectId parameter shall be encoded as follows:**

```
SubjectId ::= PartyId
```

7.3.33 SSIMReason

The SSIMReason parameter indicates the appropriate event causing the SSIM to be sent to law enforcement. The events are whenever a subject has registered to receive service from a TC, is no longer registered in the TC's service area, or has moved to another TC's service area.

R7-150 The SSIMReason parameter shall be encoded as follows:

```
SSIMReason ::= ENUMERATED {
    registration        (0),
    cancellation        (1),    -- deregistration or cancellation
    serviceAreaChange   (2),
}
```

7.3.34 SurveillanceStatus

The SurveillanceStatus parameter represents the state of a surveillance related to a subject.

R7-151 The SurveillanceStatus parameter shall be used to report the state of a surveillance.

R7-152 The SurveillanceStatus parameter shall be set to "activated" in the first SSM sent to an LEA after the surveillance has been provisioned.

R7-153 The SurveillanceStatus parameter shall be set to "updated" in the SSM to indicate that a change, such as in the surveillance type or the number of CCCs, requested by law enforcement has been made.

R7-154 The SurveillanceStatus parameter shall be set to "deactivated" in the SSM to indicate that surveillance on a subject has been terminated.

R7-155 The SurveillanceStatus parameter shall be set to "inProgress" in the SSM as an hourly heartbeat message to indicate that the surveillance is still active for a subject.

R7-156 The SurveillanceStatus parameter shall be encoded as follows:

```
SurveillanceStatus ::= ENUMERATED {
    activated       (0),
    updated         (1),
    inProgress      (2),
    deactivated     (3)
}
```

7.3.35 TalkOrListenIndicator

The TalkOrListenIndicator parameter represents whether the CCC identified in a CAM is associated with a party's (a subject or an associate) transmit path (from-party transmissions), a party's receive path (to-party transmissions) or the combined transmit and receive paths.

R7-157 **The TalkOrListenIndicator shall be used to designate each CCC as providing the transmit path (from-party transmissions), the receive path (to-party transmissions), or the combined transmit and receive paths.**

R7-158 **The TalkOrListenIndicator parameter shall be encoded as follows:**

```
TalkOrListenIndicator ::= ENUMERATED {
    talk        (0),
    listen      (1),
    combined    (2),
}
```

7.3.36 TimeStamp

The TimeStamp parameter contains the date and time that a surveillance event was detected. When possible, the source of the timestamp should be the same as is used to record billing-related information to enable correlation of SIMPLE messages to billing records. The TimeStamp parameter appears in all SIMPLE messages sent across the ESI.

The GeneralizedTime type comprises a calendar date, a time to a precision of one tenth of a second, and a local time differential from Coordinated Universal Time (Greenwich Mean Time). It is an ASCII character string composed of three parts:

- The calendar date in the format YYYYMMDD
- Time in the format HHMMSS.S
- A designation of or local differential from Coordinated Universal Time in the format +/-hhmm

R7-159 **The GeneralizedTime value for the TimeStamp element shall conform to the existing ASN.1 supported GeneralizedTime type.**

R7-160 **The TimeStamp parameter shall be expressed in local time (i.e., YYYYMMDDHHMMSS.S) as determined by the IAP.**

R7-161 **The TimeStamp parameter shall be encoded as follows:**

```
TimeStamp ::= GeneralizedTime
```

7.4 Summary of SIMPLE Messages and Parameters

The following table summarizes all of the SIMPLE messages and their associated parameters.

Legend for the table:

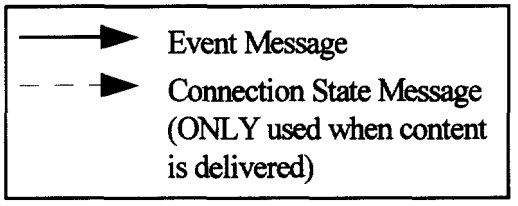
m - mandatory parameter.
o - optional parameter (i.e., delivered only if available)

MESSAGES	PARAMETERS			
	Time Stamp	CaseId	CallId	Other Parameters
Answer Message (ANSM)	m	m	m	AnsweringPartyId (o)
Call Diversion Message (CDM)	m	m	m	RedirectedToPartyId RedirectedReason RedirectToNetworkId (o)
Call Surveillance End Message (CSEM)	m	m	m	CallSurveillanceEndReason
Connection Activated Message (CAM)	m	m	m	CCCId TalkOrListenIndicator PartyId (o)
Connection Cleared Message (CCM)	m	m	m	CCCId
Feature Status Message (FSM)	m	m	o	FeatureName FeatureModification FeatureAssociatedPartyIdList(o)
Incoming Call Start Message (ICSM)	m	m	m	CallingPartyId (o) CalledPartyId BearerCapability (o) RedirectedFromPartyId (o) NumRedirections (o) RedirectReason (o) IxcCI (o) CallingPartyCI (o)
Non-Analyzed Input Message (NAIM)	m	m	m	InputInformation
Network Signal Message (NSM)	m	m	o	Signal
Outgoing Call Start Message (OCSM)	m	m	m	CallingPartyId
Packet Envelope Message (PEM)	m	m	o	PacketAddressType (o) SenderAddress (o) ReceiverAddress (o) PacketType (o) Packet

1 2	Party Disconnect Message (PDM)	m	m	m	DisconnectPartyId DisconnectReason
3 4	Party Hold Message (PHM)	m	m	m	HeldParty Id
5 6	Party Join Message (PJM)	m	m	m	JoinedPartyId
7 8 9	Serving System Identification Message (SSIM)	m	m	o	SSIMReason CarrierIdentity
10 11	Subject Input Analyzed Message (SIAM)	m	m	m	CalledPartyId CarrierIdentity (o) BearerCapability (o)
12 13	Subject Input Message (SIM)	m	m	m	InputInformation BearerCapability (o)
14 15	Subject Mobility Message (SMM)	m	m	o	Location
16 17	Surveillance Status Message (SSM)	m	m	--	SurveillanceStatus DedicatedCCCIds (o)

7.5 Examples of Call Scenarios

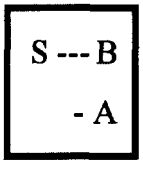
For the following call scenarios, the legend below applies. The legend indicates that event messages will be illustrated by a solid line, and connection state messages will be illustrated by a dashed line. Because connection state messages are used by the collection equipment to determine which content is being delivered on which CCC, these messages are necessary only when call content is delivered.



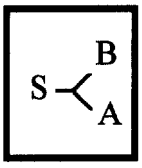
Each scenario will include diagrams to illustrate what connections are being made in the network as part of the subject's service. Below are examples along with an explanation of each example. "S" is used to show the intercept subject is involved in the call. Any other letters are used to illustrate associates of the subject. The convention for the scenarios is to start with "A" for the first associate and work through the alphabet. When "Network" is used as a party, it indicates that the switch is either listening to the subject or providing the subject with audio.

The above network activity diagram indicates that there are no network connections associated with the subject's service.

The above network activity diagram indicates that the subject has a two-way network connection with one associate, A.



The above network activity diagram indicates that the subject has a network connection with one associate, B, and has associate A on hold.



The above network activity diagram indicates that the subject has a network connection with associates A and B and that the three parties are in a conference call.

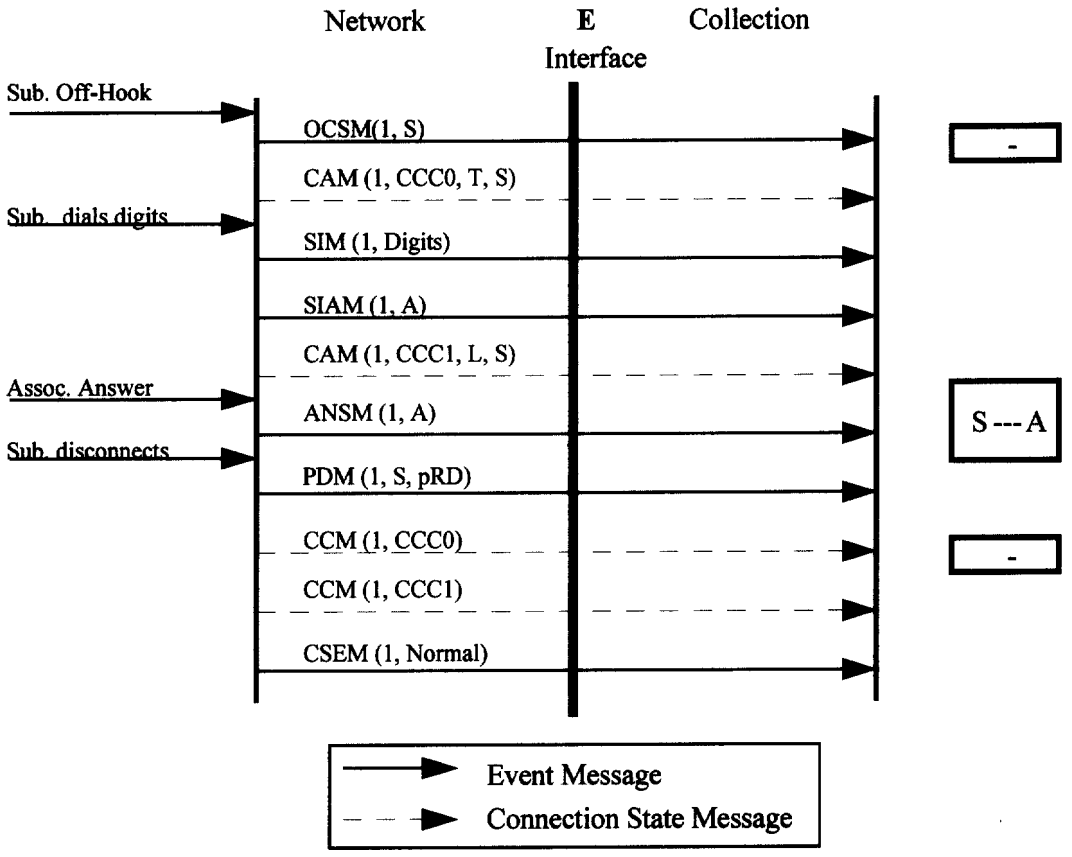
For all SIMPLE messages presented in this section, the first parameter is the CallId. For example, in SIM(1, Digits), 1 is the CallId. To make the messages more meaningful, the following parameters are also supplied.

- ANSM(CallId, AnsweringParty)
- CAM(CallId, CallContentChannel, TalkOrListenIndicator, PartyId)
- CCM(CallId, CallContentChannel)
- CDM(CallId, RedirectedToPartyId, RedirectReason)
- NSM(CallId, Tones)
- PCIM(CallId, Digit)
- PDM(CallId, DisconnectingParty, DisconnectReason)
- PHM(CallId, HeldPartyId)
- PJM(CallId, JoinedPartyId)
- SIM(CallId, InputInformation)
- SMM(CallId)
- SSIM(CallId)

7.5.1 Answered Outgoing Call by Subject

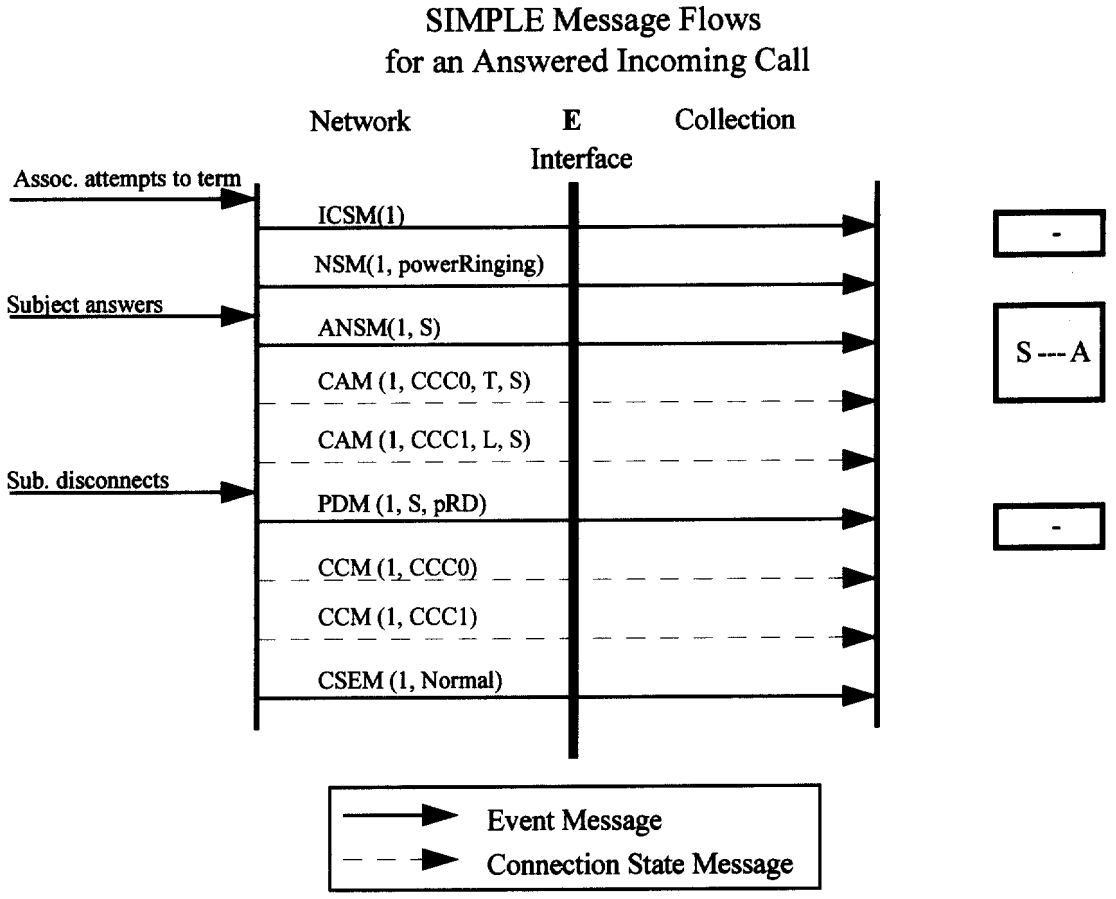
The following call scenario illustrates the SIMPLE messages that are sent to the collection equipment for a call originated by the subject, S, and answered by associate A.

SIMPLE Message Flows
for an Answered Outgoing Call



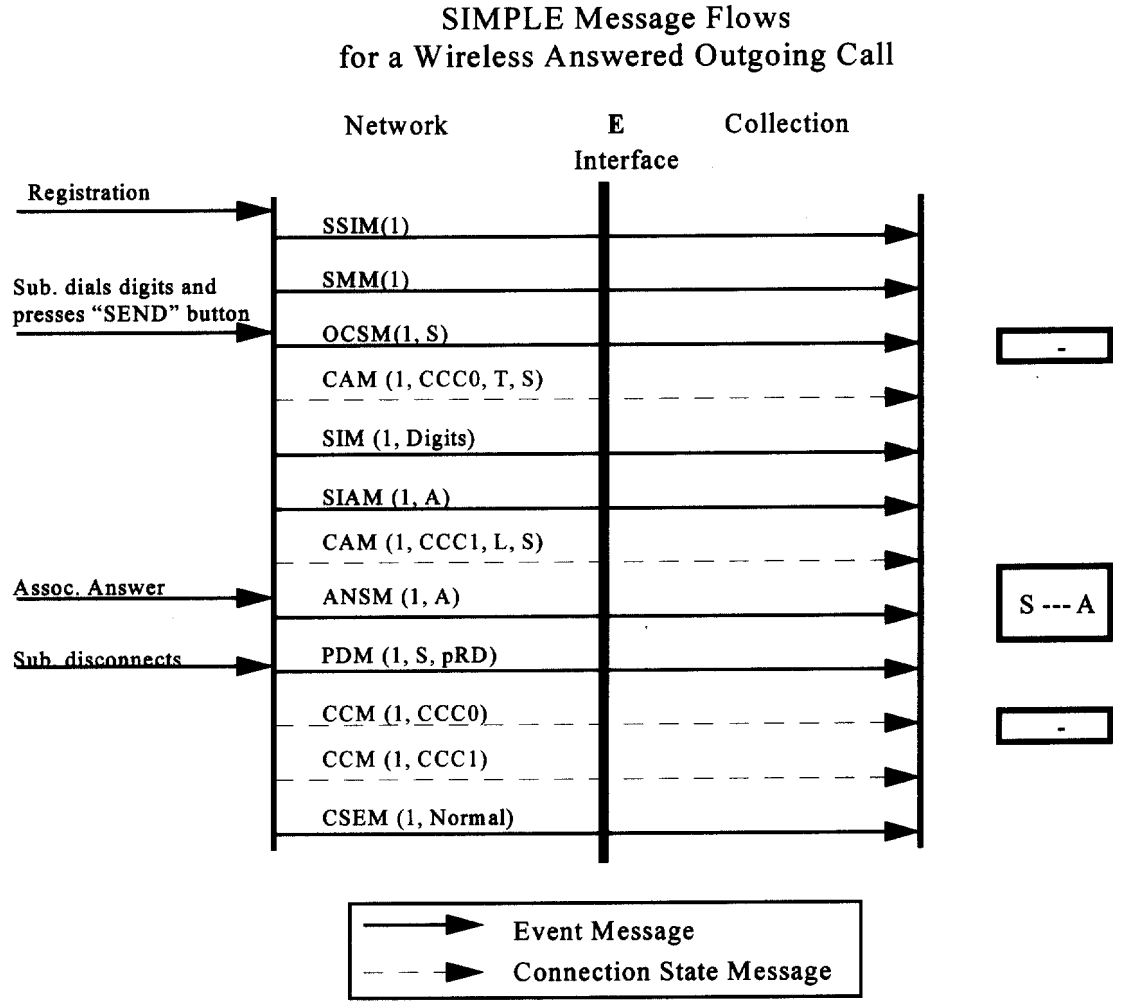
7.5.2 Answered Incoming Call to Subject

The following call scenario illustrates the SIMPLE messages that are sent to the collection equipment for an incoming call originated by associate A and answered by the subject.



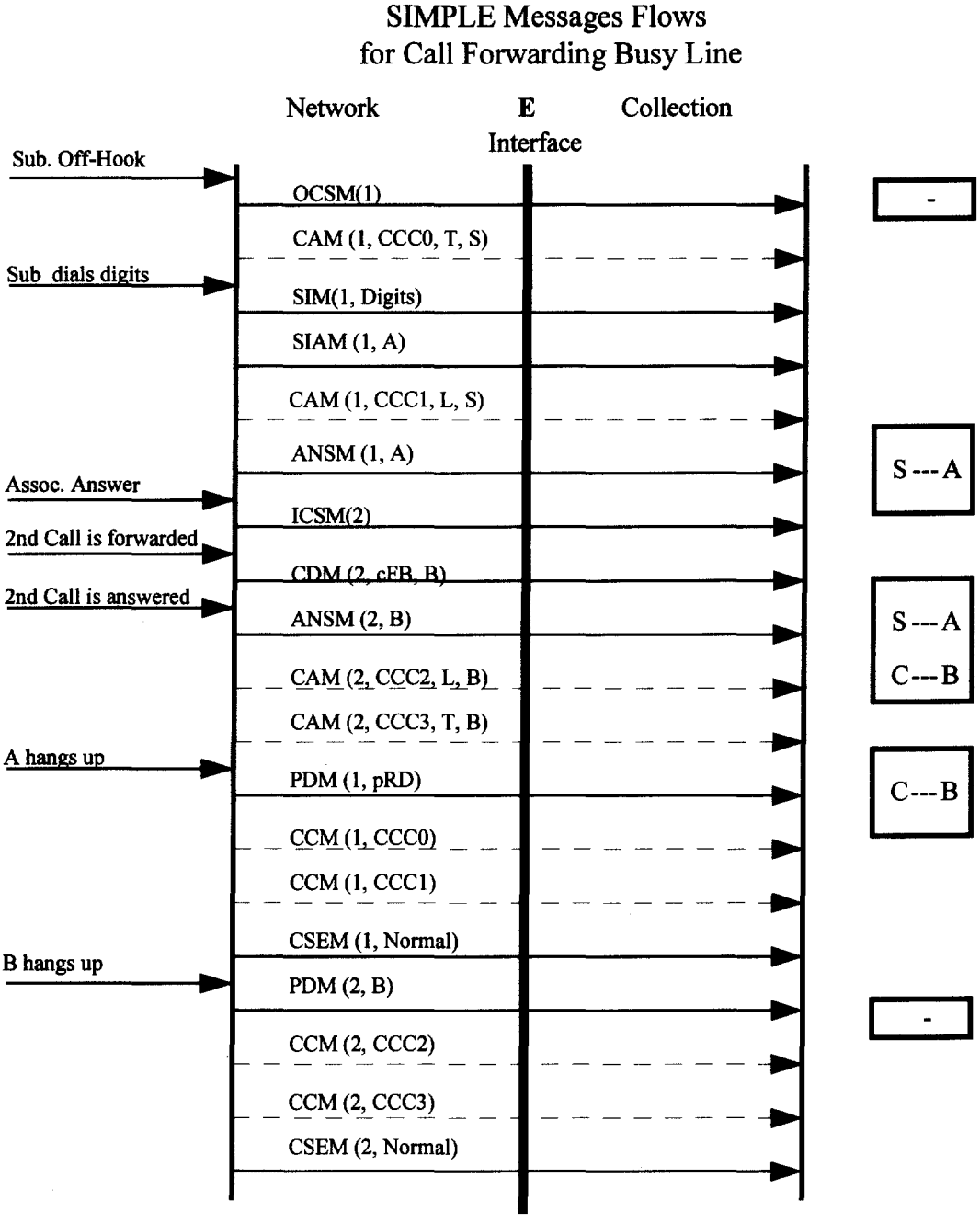
7.5.3 Wireless Answered Outgoing Call

In this scenario, the subject places an outgoing call from his/her mobile station.



7.5.4 Call Forwarding Busy Line

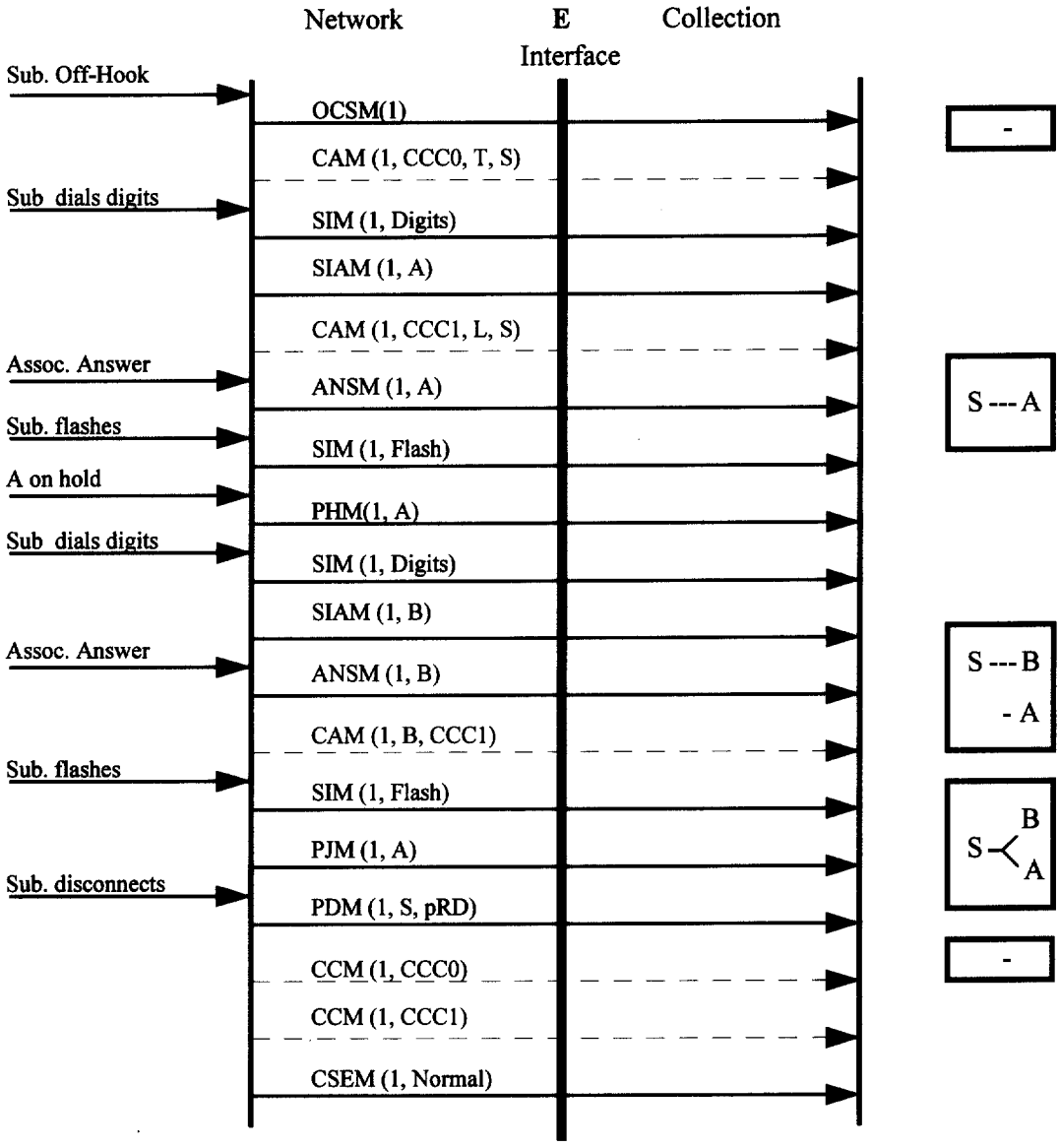
The following call scenario illustrates the SIMPLE messages that are sent to the collection equipment for an incoming call forwarded by the Call Forwarding Busy Line feature, when the subject is involved in an active call.



7.5.5 Three-Way Call

The following call scenario illustrates the SIMPLE messages that are sent to the collection equipment for a three-way Call.

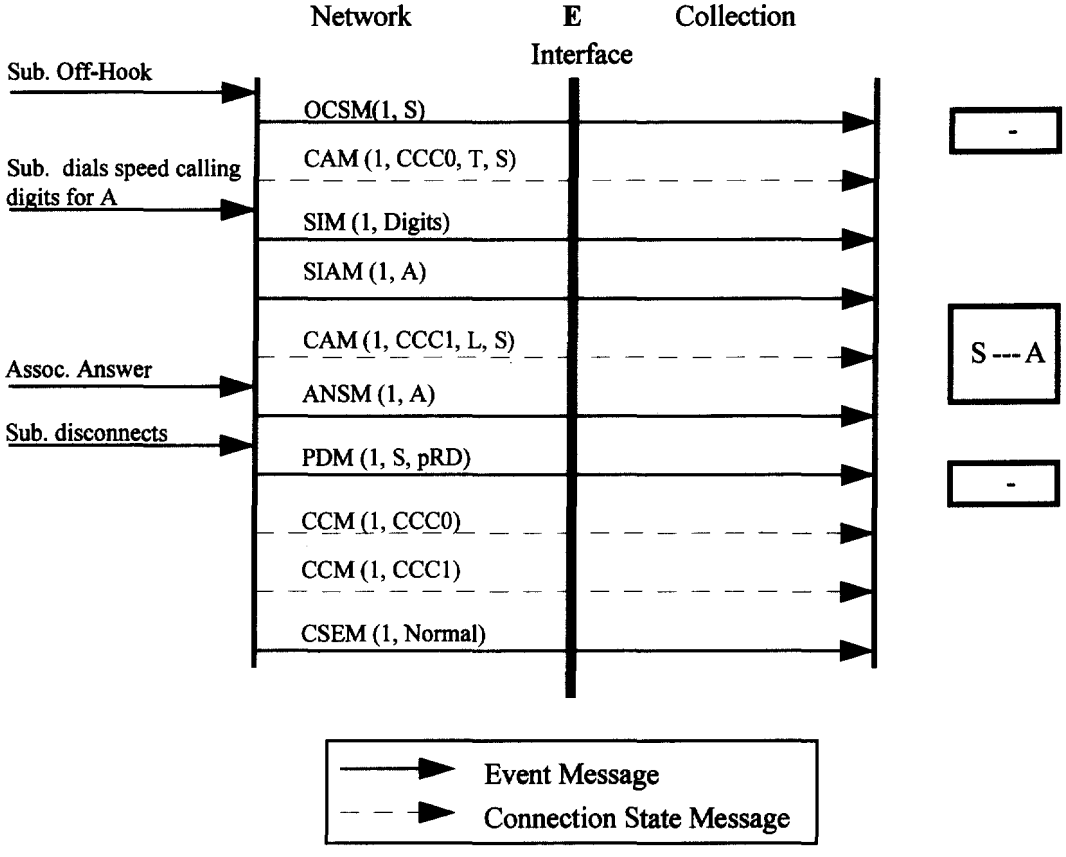
SIMPLE Messages Flows
for a Three Way Call



7.5.6 Speed Call

The following call scenario illustrates the SIMPLE messages that are sent to the collection equipment for a call originated using the Speed Calling feature.

SIMPLE Message Flows for an Answered Originating Call Using Speed Calling



Glossary

Abandoned
A call attempt that is released by the originating party before it is answered.

Access
The technical capability to interface with a communications facility, such as a communications line or switch, so that the LEA can receive and monitor call-identifying information and call content.

Answering Party ID
Identification of the party where a call is answered. The answering party ID may be different from the called party ID (i.e., the called party ID may be the main number for a multiline hunt group and the answering party ID is the actual terminal where the call is answered).

Associate
A subscriber whose equipment, facilities, or services are communicating with a subject.

Call
Instance(s) of audio/data to and from a subject and the associated signaling information. A call starts when a subject originates a call from an idle state or an incoming call attempt occurs. A call ends when all instances of communications associated with that call terminate.

Call Appearance
An instance of a possible call with direct subscriber control. A party with three call appearances may be involved in and control three calls simultaneously. Some services, such as call forwarding, do not consume call appearances because the subscriber cannot control the call.

Call Content
With respect to any wire or electronic communications, call content includes any communication of a subject. Call content applies to any type of wire or electronic communications sent by or to the subject (i.e., any transfer of messages, signals, writing, images, sounds, data, or intelligence of any nature).

Call Content Channel (CCC)
The logical link between a TC network supporting the electronic surveillance capability and the LEA collection facility. The CCC carries the intercepted call content passed between a subject and one or more associates.

Call Data Channel (CDC)
The logical link between a TC network supporting the electronic surveillance capability and the LEA collection facility. The CDC carries the intercepted/acquired call-identifying information related to a subject's call activities.

Call Deflection
Allows the called party to refuse a call and send that call to another directory number (or voice mail).